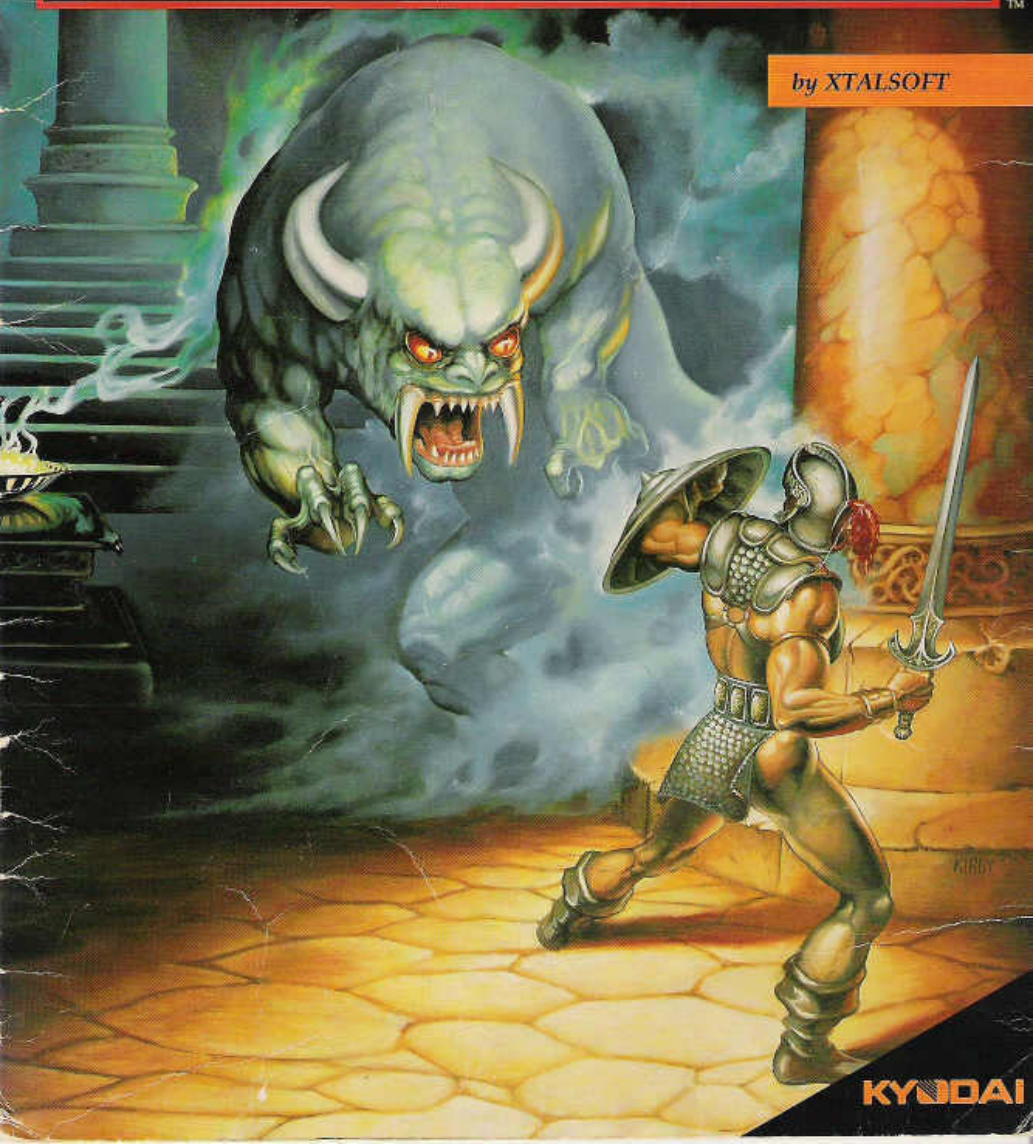


CURSE of BABYLON

by XTALSOFT



KYODAI

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TARTING INSTRUCTIONS

EQUIPMENT REQUIREMENTS

To run *Curse of Babylon* you must have:

1. Commodore 64 or Commodore 128 computer (in C64 mode)
2. 1541, 1571 or 100% compatible 5.25" disk drive
3. Commodore compatible one-button joystick
4. Blank floppy disk on which to save your games in progress



BOOTING THE PROGRAM

Insert the *Curse of Babylon* disk into the disk drive. Be sure to plug your joystick into **Joystick Port 2**. Turn on your disk drive, monitor and computer.

At the "**READY**" prompt, type **LOAD "*"S,1** and press **RETURN**. After the program loads, press **RETURN** if you wish to bypass the title screen or introduction.

Use the joystick or the cursor keys on the keyboard to select **START GAME** and press the **FIRE BUTTON** on the joystick or **RETURN**. You will then be asked to insert Side 2 of the disk and press the **FIRE BUTTON** on the joystick or **RETURN**. The game screen will appear. Use the joystick to move the character around.



JOYSTICK CONTROL IN THE GAME

Use the joystick to move the character to the left and right. Also, use the joystick to climb up and down trees and ladders. To jump, push the joystick in the direction you want to jump and press the fire button. Moving the joystick while you are in mid-jump will allow you to control the path of your jump. Pressing the fire button while standing still will use the magic item that you have selected. This includes drinking potions and casting spells. If you have a magic item (i.e. weapon) selected, it will fire in the direction that you are facing.

IN THE MENU

Use the joystick to move the arrow pointer to each menu selection in the different menus. Press the fire button to choose a selection.



SPECIAL KEYS

RETURN KEY - Displays **OPTIONS SCREEN**.

At this screen you can save and load games, select magic items, or select music. You can also see your character's status including: hit points, magic points, strength, defensive power, and current weapons you are carrying.

CURSOR KEYS - You can use the cursor keys to move the arrow pointer to each menu selection in the **OPENING SCREEN** menu and in the **OPTIONS** menu.

SPACE BAR - Pressing the space bar will use the magic item that you have selected. This includes drinking potions and casting spells. If you have a magic item (i.e. weapon) selected, it will fire in the direction that you are facing.

SHIFT LOCK - Pauses the game in progress. Press again to resume game.



HINTS ON GAME PLAY

- To attack monsters, just walk into them. Be sure to attack monsters when they are most vulnerable. If you attack them while they are attacking you, you will suffer more damage. Wait until they are not facing you to kill them.

- Journey through the mysterious land of Babylon to find keys, magic items, and weapons. The magic items and spells you will find can only be used if you have magic power. When you get red magic potions, use them to replenish your magic power, but use them wisely - they are few and far between. You will also come across blue heal potions. If your hit points are zero and you have one or more blue potions, one potion will automatically be used to restore your hit points to full.

- To save and load games, press **RETURN** to bring up the **OPTIONS SCREEN**. Select the appropriate menu choice.

- Be sure to keep your wits about you and remember to save your strength and magic. You'll need every ounce to survive in Babylon!



THE STORY OF BABYLON

In a far away land in a time long forgotten, there existed a peaceful land called Babylon. The inhabitants of Babylon were a kindly folk who enjoyed the solitude of their quiet land. One day, however, a small comet crashed into this peaceful land. Although it did not cause mass destruction, it uncovered the gate to the underworld, which released many hideous monsters upon the population of Babylon. These monsters slowly began to terrorize the population, leaving behind a path of death and destruction. One particularly hideous demon, Pretaurious, now guards the gate to the underworld and unleashes his monster horde to devastate the land.

Now, traveller, a spectral voice speaks to you from beyond -

"Please restore peace and beauty to the land of Babylon. As long as the gate to the underworld remains open, the plague will continue. Rid our land of this evil and seal the passage to hell forever. Traveller, you have been chosen..."

You must be warned, many brave warriors and wizards have tried, unsuccessfully, to rid Babylon of this dangerous menace and close the gate to the underworld. Even the mighty swordsman, Gilgamesh, was defeated in his attempt. All that is left of the warriors are some items that they have left behind. Pretaurious was not merciful to the wizards and placed a curse upon them, forcing them to remain in the underworld until someone

can break the curse that keeps them imprisoned. It is told that the wizards will reward the one who releases them from their curse with a magic power.

Now that you have decided to undertake this quest, traveller, you must be brave, strong and true to close the gate to the underworld, so that the monsters may no longer rule over this land.





SING THE PROGRAM

OPENING SCREEN

At the opening screen you will be presented with the following choices:

START GAME

This selection will start a new game.

LOAD GAME

Choose this selection to load a previously saved game. You will be prompted to select one of five possible saved games from your data disk.

INTRODUCTION

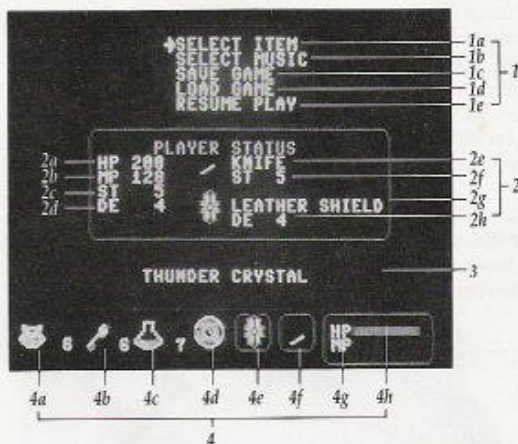
Choose this selection if you would like to return to the game introduction. The introduction will continuously loop until the fire button or a key is pressed.

LEVEL

There are three difficulty levels for Curse of Babylon. Novice is for the beginning adventurer. A tried and true swordsman should try Apprentice. Only an ultimate warrior should attempt the Master level.



OPTIONS SCREEN



1 - CONTROL MENU

At any point while playing a game, pressing **RETURN** will bring up the **OPTIONS SCREEN**. The **CONTROL MENU** within this screen allows you to control many items in the game. From this menu you can select a magic item, choose the current game music, save your game in progress, load a previously saved game, or resume playing your current game.

1a - SELECT ITEM

Use this selection to choose the magic item in your inventory that you would like to have at hand. Move the joystick right or left to scroll through the magic items that you have collected in your quest. When you resume your game and press the space bar or fire button you will use the item you have selected.

1b - SELECT MUSIC

There are seven different musical scores (M1 - M7) in the game. The music will change as you advance through the levels of the game. If you would like to change the music on your own, use this selection to do so.

1c - SAVE GAME

Curse of Babylon is a fast-paced action game and it is wise to save often. You can save five of your games in progress (G1 - G5) to a data disk. If you do not have a data disk, simply insert a blank disk into the drive when you are prompted to insert a data disk. The program will then create a data disk for you. **NOTE:** Saved games include the current skill level at which you are

1d - LOAD GAME

If you wish to load a previously saved game, you should choose this menu selection. The program will prompt you to insert your data disk and then ask you to select one of your five saved games to load. From this menu you can also restart the game from the beginning.

NOTE: If you are loading a previously saved game, you will resume playing at the skill level that the game was saved.

1e - RESUME GAME

When you are finished in the OPTIONS SCREEN, choose this menu selection to resume the game you are currently playing.



2 - STATUS AREA

In this box you will find information on such items as your current hit points, magic points, strength, defensive power, type of weapon, strength of weapon, type of shield, and defensive power of shield.

2a - HIT POINTS

This number represents your maximum hit points (life) available. When you are hurt, the number will decrease. To restore your life power you will need to find a blue potion or a Reincarnation Spell.

2b - MAGIC POINTS

This number represents your maximum magic points available. As you use magic spells and items, the number bar will decrease. To restore magic power you will need to find a red potion or a Reincarnation Spell.

2c - STRENGTH

As you battle your way through the terrors of Babylon, your strength will go up as you gain experience and find better weapons.

2d - DEFENSIVE POWER

Your character has limited defensive power. Your defense will go up as you gain experience and discover better shields.

2e - WEAPON

Here you will see a picture of the weapon that you are currently wielding.

2f - WEAPON STRENGTH

Each weapon you get will have a different strength. Always pick up a weapon with a higher strength than the one you currently have.

2g - SHIELD

Here you will see a picture of the shield that you are currently wielding.

2h - SHIELD DEFENSIVE POWER

Each shield you get will have a different defensive power. Always pick up a shield with a higher defensive power than the one you currently have.



3 - MAGIC ITEM NAME AREA

When you are selecting a magic item to use, the name of the current magic item selected will appear here.



4 - CURRENT ITEMS BOX

Look to this area to find out the status of crests, keys, heal potions, magic items, your weapon, your shield, and how many hit and magic points you have left.

4a - CREST COUNTER

In defeating monsters and entering rooms, you will collect crests. These crests will allow you to help the wizards you will encounter in Babylon. If you give

enough crests to a wizard, you might be able to free the cursed wizards. They may give you something to aid you in your journey.

4b - KEY COUNTER

You will need keys to open the doors to the hidden rooms in Babylon. You can get keys by killing monsters. If you unlock a door, it will remain unlocked.

4c - HEAL POTION COUNTER

Heal potions are very important to your survival. They will restore your hit points when you use one. You can get heal potions by killing monsters and from wizards that you have freed.

4d - MAGIC ITEM SELECTOR

Here you will see the magic item or spell that you currently have selected.

4e - SHIELD STATUS

Here you will see a picture of the shield that you are currently wielding.

4f - WEAPON STATUS

Here you will see a picture of the weapon that you are currently wielding.

4g - CURRENT HIT POINTS

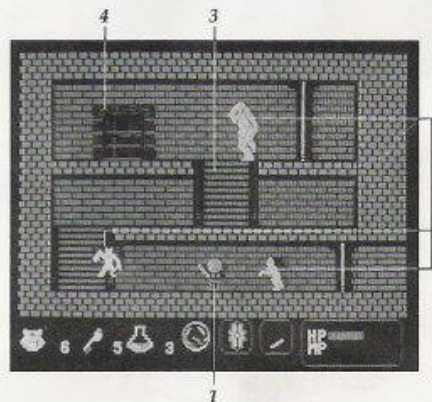
The blue bar represents your maximum hit points (life) available. When you are hurt, the length of the blue bar will decrease. To restore your life power you will need to find a blue potion or a Reincarnation Spell. When your hit points are zero, you will automatically use a blue potion if you have one. If you do not have a blue potion, but you do have a Reincarnation Spell, it will be used when your hit points are zero. This will restore both your hit points and your magic points.

4h - CURRENT MAGIC POINTS

The red bar represents your maximum magic points available. As you use magic spells and items, the length of the red bar will decrease. To restore magic power you will need to find a red potion or a Reincarnation Spell. If you do not have a red potion, but you do have a Reincarnation Spell, it will be used when your hit points are zero. This will restore both your magic points and your hit points.



GAME SCREEN



1 - MAIN CHARACTER

You are shown holding the current shield and wielding your weapon.

2 - MONSTERS

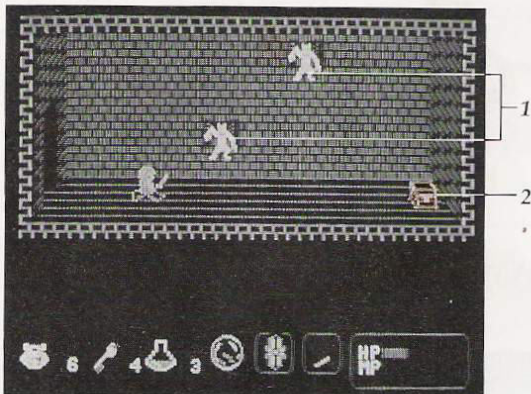
You must slay these hideous beasts.

3 - LADDER

Ladders will allow you to climb up and down to different levels.

4 - DOOR

Enter these doors at your own risk! You might find treasure chest or possibly a wizard trapped by the monsters of Babylon.



1 - MONSTERS

Each room will be guarded by monsters. You must choose whether to run or to stay and do battle.

2 - TREASURE CHEST

If you are successful in getting past the monsters, open the chest to find out what it contains!



HISTORY OF MAGIC ITEMS AND SPELLS

When the evil wrath of Pretaurious descended upon Babylon, the strong and proud wizards set about creating magic items and mighty spells to defeat the terrible monsters terrorizing the land. However, each wizard was so arrogant as to think himself the only one with the power and knowledge to exterminate Pretaurious. Sadly, they were all wrong.

One by one, they ventured into the lands ruled by Pretaurious. Each was armed with his most prized magic. One by one, Pretaurious and his henchmen captured the wizards and rendered their magic useless to the wizards who created it. He imprisoned them deep in the bowels of his domain. Trapped for what seemed an eternity, the wizards gave up hope of ever being rescued, let alone ridding Babylon of its curse.

You, armed with weapons from lost warriors, now have knowledge of the conceit of the defeated wizards. Do not be so foolish to believe that the magic of one mere wizard can lead you to victory. You must combine all the wizards' power to stop Pretaurious from forever ruling Babylon...



MAGIC ITEMS

FIRE CRYSTAL: This crystal will give you control of fire. Its power is strong, but there are stronger powers.

THUNDER CRYSTAL: One of the great wizards of Babylon once had control of the powers of the sky. He harnessed the power and will give it to you if you can find and release him.

RED CRYSTAL: If you find yourself surrounded with no escape, use this item to unleash the wizard's fury on all monsters around you.

CRYSTAL EYE: Created to confuse monsters, this item momentarily short-circuits the brains of evil ones.

STAR PENDANT: This magic will make a wall appear in front of you. You can use the wall to block monsters or climb up to a higher place. The wall is only a temporary manifestation.

MAGIC RING: This magic was conjured up by wizards to increase strength and defensive power. When you get one, use it right away.

MAGIC GLASS: The power of this pendant is said to be the only thing that can destroy one of the large monsters that inhabit Babylon.



SPELLS

REINCARNATION SPELL: A magic spell that will bring you back to life when you have no more hit points. It will also give you full magic power.

SAND OF CLOUD TIME: Legend has it that a minor wizard created a spell to temporarily slow down the onslaught of the monsters. While the monsters are lethargic, you should attack!

SAND OF FROZEN TIME: Considered a poor spell, this allows you to temporarily paralyze all enemies. Unfortunately, you cannot defeat a frozen monster.

MAGIC MIRROR: Enables the one who uses this spell to view the area around him. Monsters are not visible.

SPELL OF SKYWORLD: When you get this spell, you should travel to the highest location in the land and use it. Something magical will happen.

UNDERWORLD SEAL SPELL: This magic spell has an incredible power. It was conceived by the supreme wizard himself and is said to be the last hope against the powerful Pretaurious.







REDITS

ABOUT KYODAI SOFTWARE MARKETING, INC.

KYODAI

Founded in 1988, Kyodai is a joint venture involving 12 Japanese entertainment software publishers and Bröderbund Software, Inc. An American company based in San Rafael, California, Kyodai brings best-selling Japanese personal computer software titles to the North American market. At Kyodai, we believe that American computer users will enjoy our converted Japanese programs for their superb graphics and their interesting storylines - the same characteristics that made them best-sellers in Japan.

ABOUT XTALSOFT CO., LTD JAPAN



XTALSOFT was founded by Yoshiyuki Morita and his friend Takeshi Kono in 1982 in Osaka, Japan. Since that time, the company has released more than one hundred personal computer game titles. The company name, XTAL, is derived from a term describing a component of the electronic circuitry of computers, the crystal, which supplies the most essential signal that drives all computers, including yours. XTALSOFT'S specialty is fantasy role-playing games although the title CURSE OF BABYLON, is an action title.

CURSE OF BABYLON was initially released in Japan as BABYLON for the NEC PC-8801 series computer.

ADDITIONAL CREDITS

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